

Eastern Neck National Wildlife Refuge is part of the Chesapeake Marshlands NWR Complex. It is one of over 540 national wildlife refuges in the United States. The primary objective of a national wildlife refuge is to provide habitat for the conservation and protection of wildlife. The harvest of surplus animals is one tool used to manage wildlife populations. Carefully managed hunts maintain wildlife populations at a level compatible with the environment, provide wholesome recreational opportunities, and permit the use of a valuable, renewable resource.

Hunting on a national wildlife refuge is a privilege and your behavior while participating on an Eastern Neck National Wildlife Refuge hunt may affect future hunting on refuges. The Refuge provides habitat for several endangered and threatened species. Federal and State laws prohibit any activity that might harm endangered or threatened plants and animals.

The following threatened or endangered wildlife may be found on the Refuge:

- \* Delmarva fox squirrel
- \* Southern bald eagle

Harming or needlessly disturbing any other wildlife, including any birds, mammals, turtles, frogs, lizards and even poisonous snakes, is a violation of Refuge regulations and is cause for prosecution. The regulations listed below supplement the general regulations which govern hunting on wildlife refuges set forth in Title 50, Code of Federal Regulations. Hunting will be in accordance with applicable State regulations and the following special Refuge regulations.

### General Hunting Regulations

Public hunting of white-tailed deer is permitted on Eastern Neck Refuge on specific days

annually designated by the refuge manager in cooperation with the Maryland Department of Natural Resources. Because these hunting dates normally fall outside of the regular state season, the type of weapon (bow and arrow, muzzleloader, or shotgun) permitted is specified for each day.

Only persons possessing a refuge permit and appropriate Maryland hunting license are authorized to be on the refuge during hunting days. **Permittees will be chosen on a first come, first serve basis by mail only.** All hunters must enter and leave the refuge by State Road 445. Entry by boat is prohibited. The use of boats during hunts is prohibited. Vehicles are restricted to designated parking areas only.

Loaded weapons are prohibited in parking areas or roadways where vehicle traffic is allowed. A hunter is allowed to walk through a marked **safety zone** with an unloaded weapon. Unloaded weapons have **no shells** in the firearm chamber or magazine. The no hunting zone is closed to all entry. Boundary signs may be disregarded in the hunting zones.

All hunters must wear in a conspicuous manner on head, chest, and back a minimum of 400 square inches of **solid-colored fluorescent orange** clothing or material. Camouflage orange is not permitted.

Only contained-fire cooking devices are permitted, and these are restricted to designated parking areas. Camping is not permitted. Do not leave deer entrails or other waste on trails, roads, etc. The use or possession of alcoholic beverages while hunting is prohibited.

It is unlawful to drive a nail, spike, or other metal

object, including climbing or screw-type spikes, into any tree, or to hunt from any tree in which a nail, spike or other metal object has been driven. Only temporary stands that do not damage trees may be used. Tree stands can be pre-installed during the scouting days for use during the selected hunt, but must be removed at the end of the hunt day.

All marking tape, reflective pins, or other materials used to mark trails to and from stands must be removed at the end of the hunt day. The use of paint for marking is prohibited.

### Youth Hunt

Hunters must be at least 10 years old but less than 16 years of age as of the day of the hunt to participate. Each youth must have taken a hunter safety course, have a valid hunting license, and be accompanied by an unarmed adult 21 years or older. The accompanying adult must remain with the youth at all times. Only shotguns with slugs are permitted.

### Disabled Hunters

Only permanently disabled, non-ambulatory hunters may qualify for the special non-ambulatory shotgun hunt. State-issued "Hunt from a Vehicle" permit is required. The use of ATV's is permitted for this special hunt. Non-ambulatory hunters are encouraged to bring along a non-hunting partner. Only the disabled hunter will be allowed to possess a weapon and hunt. Only shotguns with slugs are permitted. **Hunter's may shoot from stationary vehicles only. Vehicles must stay on established paths and trails.**

### Scouting

Scouting will be permitted only on designated **Sunday** scouting days as specified by the refuge manager. No check-in or check-out is

required. Firearms are not allowed on the refuge while scouting. Only participants possessing authorized permits will be allowed to scout. Hunters using this privilege must display their permit visibly on the dashboard of their vehicle.

### During Hunt days

All hunters must check in at the refuge check station before hunting. The check station will open at approximately 1 ½ hours before sunrise. Have your photo identification, Maryland hunting license, and Refuge permit available for verification. While hunting, your refuge permit must be on your person. **Hunting hours are from one half hour before sunrise to one half hour after sunset.**

Date	Sunrise	Sunset
September 29	6:59 am	6:51 pm
October 3	7:03 am	6:47 pm
October 12	7:12 am	6:33 pm
October 15	7:15 am	6:29 pm
October 26	7:26 am	6:14 pm
November 5	6:37 am	5:02 pm
November 16	6:50 am	4:51 pm

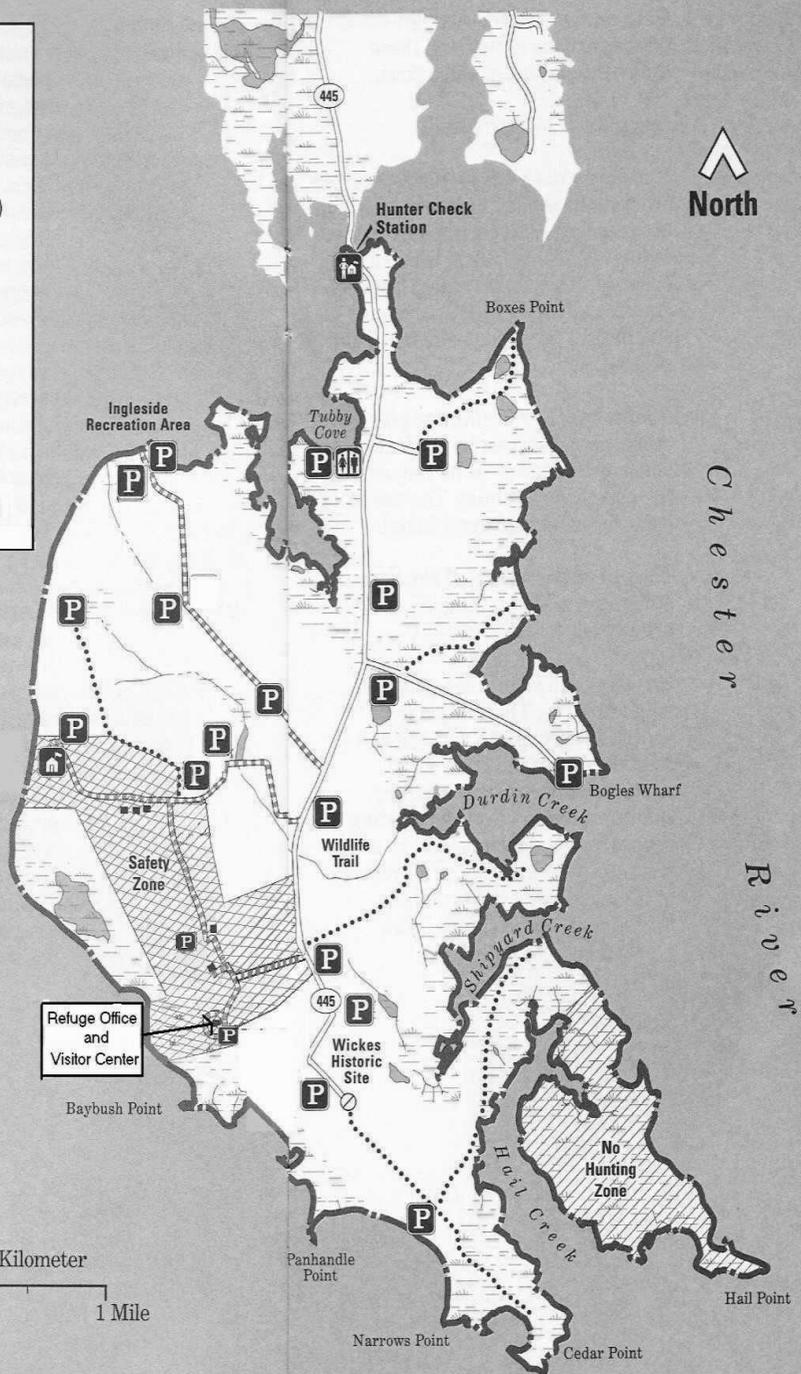
All deer taken at Eastern Neck **will not** count against your Maryland state bag limit. All deer killed must be field-tagged and brought to the refuge check station. **All hunters must turn in their permits at the check station** when ending their hunt or leaving the refuge.

### Standby Hunting

Permit holders not checking in by sunrise will forfeit their permits to standby hunters. Alternate hunters will be selected by a random drawing at sunrise if openings are available. Standby hunters will be required to pay a daily fee of \$10 per hunt.

**Legend**

-  Hunter Check Station
-  Refuge Housing
-  Parking Area
-  Restroom (HP accessible)
-  No Hunting Zone
-  Safety Zone
-  Refuge Boundary
-  Buildings
-  Gate
-  County Roads
-  Refuge Roads
-  Maintenance Access Roads



**Season bag limit:** two deer; one of which must be antlerless.

**Hunting Dates**

**Youth**- September 29-See requirements above for youth hunt participation.

**Non-Ambulatory**- October 3-See requirements above for non-ambulatory hunt participation.

**Archery** - October 12 - Bows and arrows according to State of Maryland regulations.

**Only** hunters with State issued "cross bow permits" may use a cross bow.

**Muzzleloader Hunts** - October 15 and October 26 - Muzzleloader rifles and muzzleloader shotguns only, according to State of Maryland regulations.

**Shotgun Hunts** - November 5 and November 16 - Only shotguns with slugs are permitted.

**Permit Information**

All hunters must obtain a permit regardless of age. Permits are non-transferrable. Applications for permits may be picked up at the Eastern Neck office, Blackwater NWR office, requested by phone, or by written request directed to:

**Hunt Coordinator,  
Eastern Neck NWR Hunt  
2145 Key Wallace Drive  
Cambridge, MD 21613  
410-228-5018**

A non-refundable administration fee of \$10 per hunt is required and must accompany each application. Golden Age and Golden Access Passport holders will be charged an administrative fee of \$5 per hunt. Permittees will be selected on a **first come, first serve basis by mail only**. Group applications of up to five persons must be mailed in the same envelope.

**U.S. Fish & Wildlife Service**  
**Eastern Neck**  
*National Wildlife Refuge*  
*Deer Hunt Regulations*  
*2007 Season*

